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Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L4	1174	(715/500).CCLS.	US-PGPUB; USPAT; JPO; DERWENT	OR	OFF	2006/07/13 10:58
L5	0	(700/706).CCLS.	US-PGPUB; USPAT; JPO; DERWENT	OR	OFF	2006/07/13 10:59
L6	85	(715/706).CCLS.	US-PGPUB; USPAT; JPO; DERWENT	OR	OFF	2006/07/13 10:59
S1	2	("20050160368").PN.	US-PGPUB; USPAT; JPO; DERWENT	OR	OFF	2006/06/29 11:57
S2	0	("multimediaandslide\$1andanimat\$3andvirtualandvideoandgraphicandcamera\$1").PN.	US-PGPUB; USPAT; JPO; DERWENT	OR	OFF	2006/06/29 11:59
S3	272	multimedia and slide\$1 and animat\$3 and virtual and video and graphic and camera\$1	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2006/07/11 09:42
S4	204	S3 and @ad<"20040121"	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2006/07/11 09:43
S5	27	S4 and (powerpoint (power adj point))	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2006/06/29 12:02
S6	2	("5808612").PN.	US-PGPUB; USPAT; JPO; DERWENT	OR	OFF	2006/07/10 15:58
S7	2	("6595781").PN.	US-PGPUB; USPAT; JPO; DERWENT	OR	OFF	2006/07/10 16:28
S8	0	multimedia SAME slide\$1 SAME animat\$3 SAME virtual SAME video SAME graphic SAME camera\$1 SAME device\$1	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2006/07/11 09:42

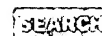
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S9	274	multimedia and slide\$1 and animat\$3 and virtual and video and graphic and camera\$1	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2006/07/11 09:44
S10	205	S9 and @ad<"20040121"	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2006/07/11 09:44
S11	205	S10 and (control NEAR\$3 (device\$ or panel))	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2006/07/11 09:44


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multimedia and virtual reality



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- 21 [Augmented reality and mobile systems I: The visitor as virtual archaeologist: explorations in mixed reality technology to enhance educational and social interaction in the museum](#)

Tony Hall, Luigina Ciolfi, Liam Bannon, Mike Fraser, Steve Benford, John Bowers, Chris Greenhalgh, Sten-Olof Hellström, Shahram Izadi, Holger Schnädelbach, Martin Flintham
November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

Publisher: ACM Press

Full text available: pdf(10.10 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

SHAPE, "Situating Hybrid Assemblies in Public Environments", is an EU Future and Emerging Technologies project of the Disappearing Computer initiative, concerned with designing and developing novel technology to enhance interpersonal interaction in public locales: exploratoria, galleries, and museums, for example. This paper outlines a use of hybrid reality technology to enhance users' social experience and learning about antique artefacts and their related history. We describe early SHAPE techn ...

Keywords: augmented, disappearing computer, historical re-enactment and storytelling, hybrid reality archaeology, mobile computing, museum experience and use of virtual reality

- 22 [Immersive VR theatres and rendering for edutainment: Reviving the past: cultural heritage meets virtual reality](#)

Athanasios Gaitatzes, Dimitrios Christopoulos, Maria Roussou
November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

Publisher: ACM Press

Full text available: pdf(8.97 MB)

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The use of immersive virtual reality (VR) systems in museums is a recent trend, as the development of new interactive technologies has inevitably impacted the more traditional sciences and arts. This is more evident in the case of novel interactive technologies that fascinate the broad public, as has always been the case with virtual reality. The increasing development of VR technologies has matured enough to expand research from the military and scientific visualization realm into more multidis ...